

A large, stylized letter 'A' is formed using the characters 'S' and 'Y'. The 'S' characters are arranged in a grid-like pattern to form the left and right sides of the letter, while 'Y' characters form the central vertical stem and the horizontal crossbar. The overall shape is a bold, blocky 'A' that fills most of the page.

```

CCCCCCCCC 000000 NN NN SSSSSSSS 000000 LL IIIIII 000000
CCCCCCCCC 000000 NN NN SSSSSSSS 000000 LL IIIIII 000000
CC          00          00 NN NN SS          00          00 LL          IIII
CC          00          00 NN NN SS          00          00 LL          IIII
CC          00          00 NN NN SS          00          00 LL          IIII
CC          00          00 NN NN SS          00          00 LL          IIII
CC          00          00 NN NN SS          00          00 LL          IIII
CC          00          00 NN NN SS          00          00 LL          IIII
CC          00          00 NN NN SS          00          00 LL          IIII
CC          00          00 NN NN SS          00          00 LL          IIII
CC          00          00 NN NN SS          00          00 LL          IIII
CC          00          00 NN NN SS          00          00 LL          IIII
CCCCCCCCC 000000 NN NN SSSSSSSS 000000 LL LLLLLLLLLL
CCCCCCCCC 000000 NN NN SSSSSSSS 000000 LL LLLLLLLLLL

...
...
...
...

LL          IIIIII SSSSSSSS
LL          IIIIII SSSSSSSS
LL          II      SS
LL          II      SS
LL          II      SS
LL          II      SS
LL          II      SSSSSS
LL          II      SSSSSS
LL          II      SS
LL          II      SS
LL          II      SS
LL          II      SS
LL          II      SSSSSS
LLLLLLLLLLL IIIIII SSSSSSSS
LLLLLLLLLLL IIIIII SSSSSSSS

```


(1)	97	CONVERT LONGWORD TO HEX AND OUTPUT DIGITS
(1)	124	OUTPUT BLANK CHARACTER
(1)	144	OUTPUT CHARACTER
(1)	185	OUTPUT CARRIAGE RETURN/LINE FEED PAIR
(1)	208	OUTPUT COUNTED AND ZERO TERMINATED STRINGS


```

0000 1 .TITLE CONSOLIO - CONSOLE TERMINAL I/O ROUTINES
0000 2 .IDENT 'V04-000'
0000 3
0000 4
0000 5 *****
0000 6
0000 7 *
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0000 25 *
0000 26 *****
0000 27
0000 28 D. N. CUTLER 12-AUG-76
0000 29
0000 30 CONSOLE I/O ROUTINES
0000 31
0000 32 Modified by:
0000 33
0000 34 V03-001 WHM0001 Bill Matthews 9-Jul-1984
0000 35 Add support for alternate console terminal.
0000 36
0000 37 V02-004 TCM0002 Trudy C. Matthews 10-Aug-1981
0000 38 Remember to strip parity bit when checking for XON/XOFF.
0000 39
0000 40
0000 41 V02-003 TCM0001 Trudy C. Matthews 14-May-1981
0000 42 Added XON/XOFF recognition during terminal I/O.
0000 43
0000 44 MACRO LIBRARY CALLS
0000 45
0000 46
0000 47 $PRDEF ;DEFINE PROCESSOR REGISTERS
0000 48
0000 49
0000 50 LOCAL SYMBOLS
0000 51
0000 52 CHARACTER DEFINITIONS
0000 53
0000 54
00000020 0000 55 BLANK=32 ;BLANK
0000000D 0000 56 CR=13 ;CARRIAGE RETURN
0000000A 0000 57 LF=10 ;LINE FEED

```



```

00000037 0000 58 SEVEN=55
00000030 0000 59 ZERO=48
00000013 0000 60 CONTROL_S = 19
00000011 0000 61 CONTROL_Q = 17
0000 62
0000 63
0000 64 : TERMINAL REGISTER DEFINITIONS
0000 65 :
0000 66
FFFFF0FC 0000 67 RCSR=-4
FFFFF0FE 0000 68 RDBR=-2
00000000 0000 69 TCSR=0
00000002 0000 70 TDBR=2
0000 71
0000 72 :
0000 73 : LOCAL DATA
0000 74 :
0000 75 : HEX CONVERSION TABLE
0000 76 :
0000 77
00000000 78 .PSECT $AEXENONPAGED
30 0000 79 EXESAB_HEXTAB::
31 0001 80 .ASCII /0/
32 0002 81 .ASCII /1/
33 0003 82 .ASCII /2/
34 0004 83 .ASCII /3/
35 0005 84 .ASCII /4/
36 0006 85 .ASCII /5/
37 0007 86 .ASCII /6/
38 0008 87 .ASCII /7/
39 0009 88 .ASCII /8/
41 000A 89 .ASCII /9/
42 000B 90 .ASCII /A/
43 000C 91 .ASCII /B/
44 000D 92 .ASCII /C/
45 000E 93 .ASCII /D/
46 000F 94 .ASCII /E/
95 .ASCII /F/

:DIGIT 7
:DIGIT 0

:OFFSET RECEIVER CSR
:OFFSET RECEIVER DBR
:OFFSET TRANSMITTER CSR
:OFFSET TRANSMITTER DBR

:HEXDECIMAL CONVERSION TABLE
:0 DIGIT
:1 DIGIT
:2 DIGIT
:3 DIGIT
:4 DIGIT
:5 DIGIT
:6 DIGIT
:7 DIGIT
:8 DIGIT
:9 DIGIT
:10 DIGIT
:11 DIGIT
:12 DIGIT
:13 DIGIT
:14 DIGIT
:15 DIGIT

```



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0010 97 .SBTTL CONVERT LONGWORD TO HEX AND OUTPUT DIGITS
0010 98 :+
0010 99 : EXESOUTHEX - CONVERT LONGWORD TO HEX AND OUTPUT DIGITS
0010 100 :
0010 101 : THIS ROUTINE IS CALLED VIA A JSB TO CONVERT A LONGWORD TO HEX AND
0010 102 : OUTPUT THE RESULTANT DIGITS TO A SPECIFIED DEVICE IN NONINTERRUPT
0010 103 : MODE.
0010 104 :
0010 105 : INPUTS:
0010 106 :
0010 107 : R1 = VALUE TO BE CONVERTED.
0010 108 : R11 = OUTPUT DEVICE CSR ADDRESS.
0010 109 :
0010 110 : OUTPUTS:
0010 111 :
0010 112 : THE SPECIFIED VALUE IS CONVERTED TO HEX AND OUTPUT.
0010 113 :-
00000000 114 .PSECT Z$INIT__BUGC ;
0000 115
0000 116 EXESOUTHEX:: ;CONVERT AND OUTPUT HEX LONGWORD
50 51 52 1C D0 0000 117 MOVL #28,R2 ;SET POSITION OF FIRST FOUR BIT FIELD
50 51 04 52 EF 0003 118 10$: EXTZV R2,#4,R1,R0 ;GET NEXT FOUR BITS OF VALUE
50 00000000'9F40 9A 0008 119 MOVZBL @#EXESAB,HEXTAB[R0],R0 ;GET ASCII CHARACTER
FFEA 52 FC 8F 0D 10 0010 120 BSBB EXESOUTCHAR ;OUTPUT DIGIT
9D 0012 121 ACBB #0,#-4,R2,10$ ;ANY MORE DIGITS TO CONVERT?
05 0019 122 RSB ;

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001A 124 .SBTTL OUTPUT BLANK CHARACTER
001A 125 :+
001A 126 : EXE$OUTBLANK - OUTPUT BLANK CHARACTER
001A 127 :
001A 128 : THIS ROUTINE IS CALLED VIA A JSB TO OUTPUT A BLANK CHARACTER TO A
001A 129 : SPECIFIED DEVICE.
001A 130 :
001A 131 : INPUTS:
001A 132 :
001A 133 : R11 = OUTPUT DEVICE CSR ADDRESS.
001A 134 :
001A 135 : OUTPUTS:
001A 136 :
001A 137 : BLANK CHARACTER IS OUTPUT TO SPECIFIED DEVICE.
001A 138 :-
001A 139
50 20 9A 001A 140 EXE$OUTBLANK::
00 00 11 001A 141 MOVZBL #BLANK,R0 ;OUTPUT BLANK CHARACTER
001D 142 BRB EXE$OUTCHAR ;SET BLANK CHARACTER
;

```



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001F 144 .SBTTL OUTPUT CHARACTER
001F 145 :+
001F 146 : EXE$OUTCHAR - OUTPUT CHARACTER
001F 147 :
001F 148 : THIS ROUTINE IS CALLED VIA A JSB TO OUTPUT A CHARACTER TO A SPECIFIED
001F 149 : DEVICE.
001F 150 :
001F 151 : INPUTS:
001F 152 :
001F 153 : R0 = CHARACTER TO OUTPUT.
001F 154 : R11 = OUTPUT DEVICE CSR ADDRESS (ZERO IMPLIES CONSOLE TERMINAL).
001F 155 :
001F 156 : OUTPUTS:
001F 157 :
001F 158 : CHARACTER IS OUTPUT TO THE SPECIFIED DEVICE. IF THE CHARACTER
001F 159 : IS A CARRIAGE RETURN AND THE OUTPUT DEVICE IS THE CONSOLE TERMINAL,
001F 160 : THEN A SUFFICIENT NUMBER OF FILL CHARACTERS ARE ALSO OUTPUT.
001F 161 :-
001F 162
001F 163 EXE$OUTCHAR::
001F 164 PUSHL R1
0021 165 TSTL R11
0023 166 BNEQ 20$
0025 167 JSB @#CON$PUTCHAR
002B 168 BRB 30$
6B 0080 8F B3 002D 169 20$: BITW #^X080,TCSR(R11)
0032 170 BEQL 20$
02 AB 50 90 0034 171 MOVB R0,TDBR(R11)
50 0D 91 0038 172 30$: CMPB #CR,R0
003B 173 BNEQ 60$
5B D5 003D 174 TSTL R11
003F 175 BNEQ 60$
50 D4 0041 176 40$: CLRL R0
02 DD 0043 177 PUSHL #2
D8 10 0045 178 50$: BSBB EXE$OUTCHAR
FB 6E F5 0047 179 SOBGTR (SP),50$
8E D5 004A 180 TSTL (SP)+
51 8ED0 004C 181 60$: POPL R1
004F 182 RSB
0050 183

```

```

: OUTPUT CHARACTER
: GET A WORKING REGISTER
: CONSOLE TERMINAL?
: IF NEQ NO
: CALL CONSOLE TERMINAL SPECIFIC ROUTINE
:
: DEVICE READY?
: IF EQL NO
: OUTPUT CHARACTER
: CARRIAGE RETURN?
: IF NEQ NO
: CONSOLE TERMINAL?
: IF NEQ NO
: SET FILL CHARACTER
: SET FILL COUNT
: OUTPUT A FILL CHARACTER
: ANY MORE FILLS TO OUTPUT?
: CLEAN STACK
: RESTORE WORKING REGISTER

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0050 185 .SBTTL OUTPUT CARRIAGE RETURN/LINE FEED PAIR
0050 186 :+
0050 187 : EXE$OUTCRLF - OUTPUT CARRIAGE RETURN/LINE FEED PAIR
0050 188 :
0050 189 : THIS ROUTINE IS CALLED TO OUTPUT A CARRIAGE RETURN/LINE FEED PAIR TO A
0050 190 : SPECIFIED DEVICE.
0050 191 :
0050 192 : INPUTS:
0050 193 :
0050 194 : R11 = OUTPUT DEVICE CSR ADDRESS.
0050 195 :
0050 196 : OUTPUTS:
0050 197 :
0050 198 : A CARRIAGE RETURN FOLLOWED BY A LINE FEED IS OUTPUT TO THE SPECIFIED
0050 199 : DEVICE.
0050 200 :-
0050 201
0050 202 EXE$OUTCRLF::
50 0D 9A 0050 203 MOVZBL #CR,R0 ;OUTPUT CARRIAGE RETURN/LINE FEED PAIR
50 CA 10 0053 204 BSBB EXE$OUTCHAR ;SET CARRIAGE RETURN CHARACTER
0A 9A 0055 205 MOVZBL #LF,R0 ;OUTPUT CARRIAGE RETURN
C5 11 0058 206 BRB EXE$OUTCHAR ;SET LINE FEED CHARACTER
;OUTPUT LINE FEED CHARACTER

```

```

005A 208 .SBTTL OUTPUT COUNTED AND ZERO TERMINATED STRINGS
005A 209 :+
005A 210 : EXE$OUTCSTRING - OUTPUT COUNTED STRING
005A 211 :
005A 212 : THIS ROUTINE IS CALLED VIA A JSB TO OUTPUT A STRING WHOSE FIRST CHARACTER
005A 213 : IS THE NUMBER OF CHARACTERS TO BE OUTPUT.
005A 214 :
005A 215 : INPUTS:
005A 216 :
005A 217 : R1 = ADDRESS OF COUNTED STRING.
005A 218 : R11 = OUTPUT DEVICE CSR ADDRESS.
005A 219 :
005A 220 : OUTPUTS:
005A 221 :
005A 222 : THE NUMBER OF CHARACTERS SPECIFIED BY THE FIRST BYTE OF THE STRING
005A 223 : ARE OUTPUT TO THE SPECIFIED DEVICE. OUTPUT IS ALSO TERMINATED IF
005A 224 : A ZERO BYTE IS ENCOUNTERED BEFORE THE COUNT IS EXHAUSTED.
005A 225 :-
005A 226 :
005A 227 : .ENABL LSB
005A 228 EXE$OUTCSTRING::: ;OUTPUT COUNTED STRING
52 81 9A 005A 229 MOVZBL (R1)+,R2 ;SET COUNT OF CHARACTERS TO OUTPUT
04 11 005D 230 BRB 10$ ;
005F 231 :
005F 232 :+
005F 233 : EZE$OUTZSTRING - OUTPUT ZERO TERMINATED STRING
005F 234 :
005F 235 : THIS ROUTINE IS CALLED VIA A JSB TO OUTPUT A STRING THAT IS TERMINATED BY
005F 236 : A ZERO BYTE.
005F 237 :
005F 238 : INPUTS:
005F 239 :
005F 240 : R1 = ADDRESS OF ZERO TERMINATED STRING.
005F 241 : R11 = OUTPUT DEVICE CSR ADDRESS.
005F 242 :
005F 243 : OUTPUTS:
005F 244 :
005F 245 : CHARACTERS FROM THE SPECIFIED STRING ARE OUTPUT UNTIL A ZERO BYTE
005F 246 : IS ENCOUNTERED.
005F 247 :-
005F 248 :
005F 249 EXE$OUTZSTRING::: ;OUTPUT ZERO TERMINATED STRING
52 FF 8F 9A 005F 250 MOVZBL #255,R2 ;SET MAXIMUM ALLOWABLE STRING LENGTH
50 81 9A 0063 251 10$: MOVZBL (R1)+,R0 ;GET NEXT CHARACTER FROM INPUT STRING
05 C5 13 0066 252 BEQL 20$ ;IF EQL END OF STRING
05 B5 10 0068 253 BSBB EXE$OUTCHAR ;OUTPUT CHARACTER
F6 52 F5 006A 254 SOBGTR R2,10$ ;ANY MORE CHARACTERS TO OUTPUT?
05 006D 255 20$: RSB ;
006E 256 .DSABL LSB
006E 257
006E 258 .END

```



```

BLANK          = 00000020
CON$PUTCHAR    ***** X 03
CONTROL_Q      = 00000011
CONTROL_S      = 00000013
CR             = 0000000D
EX$AB_HEXTAB   00000000 RG 02
EX$OUTBLANK    0000001A RG 03
EX$OUTCHAR     0000001F RG 03
EX$OUTCRLF     00000050 RG 03
EX$OUTCSTRING  0000005A RG 03
EX$OUTHEX      00000000 RG 03
EX$OUTZSTRING  0000005F RG 03
LF             = 00000000
RCSR           = FFFFFFFF
RDBR           = FFFFFFFE
SEVEN          = 00000037
TCSR           = 00000000
TDBR           = 00000002
ZERO           = 00000030
    
```

! Psect synopsis !

PSECT name	Allocation	PSECT No.	Attributes
ABS	00000000 (0.)	00 (0.)	NOPIC USR CON ABS LCL NOSHR NOEXE NORD NOWRT NOVEC BYTE
\$ABSS	00000000 (0.)	01 (1.)	NOPIC USR CON ABS LCL NOSHR EXE RD WRT NOVEC BYTE
\$AEXENONPAGED	00000010 (16.)	02 (2.)	NOPIC USR CON REL LCL NOSHR EXE RD WRT NOVEC BYTE
Z\$INIT__BUGC	0000006E (110.)	03 (3.)	NOPIC USR CON REL LCL NOSHR EXE RD WRT NOVEC BYTE

! Performance indicators !

Phase	Page faults	CPU Time	Elapsed Time
Initialization	37	00:00:00.08	00:00:01.26
Command processing	128	00:00:00.52	00:00:03.05
Pass 1	138	00:00:01.53	00:00:06.43
Symbol table sort	0	00:00:00.09	00:00:00.23
Pass 2	59	00:00:00.60	00:00:01.67
Symbol table output	3	00:00:00.02	00:00:00.02
Psect synopsis output	1	00:00:00.03	00:00:00.03
Cross-reference output	0	00:00:00.00	00:00:00.00
Assembler run totals	368	00:00:02.87	00:00:12.70

The working set limit was 1050 pages.
 7334 bytes (15 pages) of virtual memory were used to buffer the intermediate code.
 There were 10 pages of symbol table space allocated to hold 99 non-local and 8 local symbols.
 258 source lines were read in Pass 1, producing 15 object records in Pass 2.
 8 pages of virtual memory were used to define 7 macros.

+-----+
! Macro library statistics !
+-----+

Macro library name

Macros defined

\$255\$DUA28:[SYS.OBJ]LIB.MLB;1
\$255\$DUA28:[SYSLIB]STARLET.MLB;2
TOTALS (all libraries)

0
4
4

139 GETS were required to define 4 macros.

There were no errors, warnings or information messages.

MACRO/LIS=LISS:CONSOLIO/OBJ=OBJ\$:CONSOLIO MSRC\$:CONSOLIO/UPDATE=(ENH\$:CONSOLIO)+EXECMLS/LIB

0373

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